

Rock Raiders graphics tasks. (Rob Dorney, 19/3/99)

General tasks:

- Check if old Lego Logo is used anywhere.
- Numbers for health tick-off when hit(arcade game style).
- Generally lighten game textures.
- Check if all world textures are done for the Soil/wet graphic style. (Is it going into the game?)
- Do better water textures for Ice level.
- Non-functioning power symbol to put above buildings without power.
- Do bird-scarer object and effect. (Could dynamite not be used for this to simplify things?)
- Check through vehicles and buildings for gouraud shading problems.
- Floor and Wall laser-hit effect.
- Block of Ice graphic in Rock-monster, slug and mini-figure sizes.
- Implement impact graphic for pusher weapon (smoke rings).
- Dig up path icon and Pointer.
- Add item nulls to the dock bucket and water vehicles.

Presentation stuff:

- Interface-
 - Panelling to hold buttons for [options] [build] [teleport],
 - Rotate/zoom buttons,
 - Air supply,
 - Priority list panelling
 - Graphically show amount of crystals needed before level is complete (TBD)
- Mission Briefing Panel.
 - Finish graphic,
 - Do font,
 - Variety of congratulatory AVI's of the Captain.
- Highlighted Icon graphic.
- Pressed in version of all Icons.
- Target cursor.
- Save screen panelling (10 slots).
- Check Captain/Advisor animation. Problem with his arm.
- Front end-
 - Menu font
 - Background picture/animation
 - Rock Raiders logo

Mini-figures:

- Implement Hearl's 'slip over onto bum' animation.
- Hammering animation still wrong (doesn't loop properly)

Buildings and Vehicles:

- Upgrade building. Do lower/raise winch scene file (same way as power at the refinery).
- Add power storage facility to Gun turrets. (Cells next to it, or flashing elements around the base).
- Refinery 'refine' alphas poor. Needs updating.
- Minifigure teleporter has no animation when doing nothing.
- Canteen-
 - Teleport down animation
 - Blow up animation
 - No animation or alpha effects.
- Implement explode animations for vehicles.
- Smallest teleporter. Add power cell.
- Large Teleporter-
 - Teleport down animation,
 - Implement completed floor graphic.
 - Transparency missing on hand rails- copy changes onto smallest teleporter.

Creatures:

- Rock Monster
 - Pickup crystal animation (Plus carry crystal)
 - Go into wall carrying crystal animation (or add null to existing anim.... must check on)
 - No dust when walking while carrying
- Slugs dig hole/escape anim.
- Spiders disappear into wall animation.
- Implement and check through Lava monster and Ice monster.
- Yelp animation for Rock Monster and Mini-figures (Rub bum etc).
- Hit animation for slugs.
- Slug Run animation.